AMENDMENTS TO THE CLAIMS

1-28   (Canceled).

29.   (Currently Amended) In an authorization <u>agent</u> ~~device~~, a method of generating a gaming transaction record used to facilitate a transfer of gaming information between two gaming devices, the method comprising:

  receiving a gaming transaction request from a first gaming device;
  authenticating an identity of the first gaming device;

  generating a gaming transaction record comprising gaming transaction information

  sending a message to the first gaming device wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent;

  wherein the gaming information is for a game of chance played on a gaming machine.

30.   (Previously Presented) The method of claim 29, wherein the game of chance is a video slot game, a mechanical slot game, a lottery game, a video poker game, a video black jack game, a video lottery game, and a video pachinko game.

31.   (Previously Presented) The method of claim 29, wherein the first gaming device is at least one of a gaming machine, game server and combinations thereof.

32.   (Previously Presented) The method of claim 29, wherein the gaming transaction request comprises access information and gaming identification information.

33.   (Canceled).

34.   (Canceled).

35.   (Previously Presented) The method of claim 29, further comprising: comparing access information in the gaming transaction request with access information stored in a database.

36.   (Previously Presented) The method of claim 35, when the compared access information does not match the access information stored in the database, denying the gaming transaction request.

37.   (Previously Presented) The method of claim 29, further comprising: comparing gaming identification information in the gaming transaction request with gaming identification information stored in a database.

38.   (Previously Presented) The method of claim 37, when the gaming identification information does not match the access information stored in the database, denying the gaming transaction request.

39.   (Previously Presented)   The method of claim 29, further comprising: generating an identification sequence; encrypting the identification sequence with a public encryption key for the first gaming device wherein information encrypted with the public encryption key is decrypted with a private encryption key used by the first gaming device; sending the encrypted identification sequence to the first gaming device.

40.   (Previously Presented) The method of claim 39, wherein the identification sequence is a symmetric encryption key used to encrypt gaming transferred between the first gaming device and the second gaming device.

41.   (Previously Presented) The method of claim 39, further comprising: receiving from the first gaming device a second identification sequence encrypted with a public encryption key used by the authorization agent, decrypting the second identification sequence with a private encryption key corresponding to the public encryption key used by the authorization agent; comparing the second identification sequence to the identification sequence sent to the first gaming device to authenticate the identity of the first gaming device.

42.   (Previously Presented)   The method of claim 41, wherein the second identification sequence is a symmetric encryption key used to transfer gaming information between the first gaming device and the second gaming device.

43.   (Previously Presented)   The method of claim 41, when the second identification sequence received from the first gaming device does not match the identification sequence sent to the first gaming device; denying the gaming transaction request.

44. – 48   (Canceled).

49.   (Previously Presented) The method of claim 29, wherein the authorization agent communicates with the first gaming device using an local area network, a wide area network, a private network, a virtual private network, the Internet and combinations thereof.

50. - 55.   (Canceled).

56.   (Previously Presented) In an authorization agent, a method of regulating a transfer of gaming information between two gaming devices, the method comprising:

receiving a gaming information request message with gaming transaction information from a first gaming device;

validating the gaming information request using the gaming transaction information;

sending an authorization message to the first gaming device authorizing the first gaming device to transfer gaming information to a second gaming device;

sending a message to the first gaming device wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent;

wherein the gaming information is for a game of chance played on a gaming machine.

57.   (Previously Presented) The method of claim 56, wherein the second gaming device at least one of a gamer server and a gaming machine.

58.   (Previously Presented) The method of claim 56, wherein the game of chance is a video slot game, a mechanical slot game, a lottery game, a video poker game, a video black jack game, a video lottery game, and a video pachinko game.

59.   (Canceled).

60.   (Previously Presented) The method of claim 56, further comprising: comparing the gaming transaction information in the gaming request message with gaming transaction information stored in a transaction database to validate the gaming request.

61.   (Previously Presented) The method of claim 56, further comprising: sending a message to the first gaming device denying authorization for the first gaming device to transfer gaming to the second gaming device.

62.   (Previously Presented) The method of claim 56, further comprising: decrypting the request message.

63.   (Previously Presented) The method of claim 56, further comprising: receiving a first acknowledgement message from the first gaming device and receiving a second acknowledgement message from the second gaming device.

64.   (Previously Presented)   The method of claim 63, further comprising: comparing gaming transaction information in the first acknowledgement message with gaming transaction information in the second acknowledgement message to validate that the gaming has been correctly transferred.

65.   (Previously Presented)   The method of claim 64, wherein the gaming transaction information in the first acknowledgement message includes at least a first digital signature determined for the gaming and the gaming transaction information in the second acknowledgement message includes at least a second digital signature determined for the gaming.

66.   (Previously Presented) The method of claim 56, wherein the first gaming device comprises a game server in communication with one or more gaming machines and the second gaming device is a gaming machine.

67.   (Previously Presented) The method of claim 56, wherein the first gaming device is a game server maintained by a gaming provider and the second gaming device is a game server in communication with one or more gaming machines.

68.   (Previously Presented) The method of claim 56, wherein the first gaming device is a game server maintained by a gaming provider and the second gaming device is a gaming machine.

69.   (Previously Presented) The method of claim 56, wherein the authorization agent, the first gaming device and the second gaming device communicate with one another a local area network, a wide area network, a private network, a virtual private network, the Internet and combinations thereof.

70.   (Previously Presented) The method of claim 56, wherein the authorization agent, the first gaming device and the second gaming device communicate with another using at least one of a satellite communication connection, a RF communication connection and an infrared communication connection.

71.   (Previously Presented) The method of claim 56, further comprising: receiving the gaming from the first gaming device; validating the gaming; and sending the gaming information to the second gaming device.

72.   (Previously Presented) The method of claim 71, further comprising: determining a digital signature for the gaming information; and comparing the digital signature with an approved digital signature for the gaming information.

73. - 92. (Canceled)

93.   (Previously Presented) In a first gaming device, a method of requesting a transfer of gaming information from a second gaming device, said method comprising:

generating a gaming transaction request;

sending the gaming transaction request to a gaming authorization agent that authorizes the transfer of gaming software from the send gaming device; and

receiving a message on the first gaming device from the authorization agent wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent,

wherein the gaming information is for a game of chance played on a gaming machine.

94.   (Previously Presented) The method of claim 93, wherein the authorization agent, the first gaming device and the second gaming device communicate with one another a local area network, a wide area network, a private network, a virtual private network, the Internet and combinations thereof.

95.   (Canceled).

96.   (Previously Presented) The method of claim 93, wherein the gaming transaction request comprises access information and gaming identification information.

97. – 99.(Canceled).

100.   (Previously Presented) The method of claim 93, wherein the game of chance is a video slot game, a mechanical slot game, a lottery game, a video poker game, a video black jack game, a video lottery game, and a video pachinko game.

101.   (Previously Presented) The method of claim 93, further comprising: sending authentication information used to identify the first gaming device to the gaming authorization agent.

102.   (Canceled).

103.   (Previously Presented) The method of claim 93, further comprising: receiving the gaming from the second gaming device.

104.   (Previously Presented) The method of claim 103, further comprising: determining a digital signature for the gaming information and sending a message with at least the digital signature to the gaming authorization agent.

105.   (Previously Presented) The method of claim 93, further comprising: authenticating an identity of the second gaming device.

106.   (Previously Presented) The method of claim 93, wherein the first gaming device is a gaming machine and the second gaming device is a game server.

107. – 111. (Canceled).

112.   (Currently Amended) In a first gaming device, a method of transferring gaming information to a second gaming device, said method comprising:

receiving a gaming transaction request;

sending the gaming transaction request to a gaming authorization agent that authorizes the transfer of gaming information;

receiving a message on the first gaming device from the authorization agent wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent; and

transferring the gaming information to the second gaming device;

wherein the gaming information is for a game of chance played on a gaming machine

~~c) an operating system installed on the gaming machine~~.

113.   (Previously Presented) The method of claim 112, further comprising: receiving an approval of the gaming transaction request from the gaming authorization agent.

114.   (Canceled).

115.   (Previously Presented) The method of claim 112, wherein the authorization agent, the first gaming device and the second gaming device communicate with one another a local area network, a wide area network, a private network, a virtual private network, the Internet and combinations thereof.

116.   (Canceled).

117.   (Previously Presented) The method of claim 112, wherein the gaming transaction request comprises access information and gaming identification information.

118.   (Canceled).

119.   (Previously Presented)   The method of claim 117, wherein the gaming identification information is one or more of a gaming title, a gaming provider identifier, a gaming version number and a gaming identification number.

120.   (Previously Presented)   The method of claim 112, wherein the gaming transaction information is one or more of one or more of a transaction encryption key, a public encryption key used by the second gaming device, a time stamp, and combinations thereof.

121.   (Previously Presented) The method of claim 112, wherein the game of chance is a video slot game, a mechanical slot game, a lottery game, a video poker game, a video black jack game, a video lottery game, a video pachinko game.

122.   (Previously Presented) The method of claim 112, further comprising: determining a digital signature of the gaming information and sending a message with at least the digital signature to the gaming authorization agent.

123.   (Previously Presented) The method of claim 112, wherein the first gaming device is a gaming server and the second gaming device is a gaming machine.

124.   (Previously Presented) The method of claim 112, wherein the first gaming device is a gaming machine and the second gaming device is a gaming machine.

125. – 130.   (Canceled).

131.   (Previously Presented) An authorization agent for facilitating the transfer of gaming information between a plurality of gaming devices, the authorization agent comprising:

a network interface allowing the authorization agent to communicate with each of the plurality of gaming devices; and

a processor configured or designed to (i) receive gaming information transfer requests via the network interface from a first gaming device for the transfer of gaming from the first gaming device to a second gaming device (ii) approve or reject the gaming transaction request (iii) send a message to the first gaming device wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent,

wherein the gaming information is for a game of chance played on a gaming machine.

132.   - 135. (Canceled).

136.   (Previously Presented) The authorization agent of claim 131, further comprising: a database storing public encryption keys for one or more of the plurality of gaming devices.

137.   - 143   (Canceled).

144.   (Previously Presented) The authorization agent of claim 131, wherein the game of chance is a video slot game, a mechanical slot game, a lottery game, a video poker game, a video black jack game, a video lottery game, and a video pachinko game.

145.   (Previously Presented) The authorization agent of claim 131, wherein the authorization agent, the first gaming device, the second gaming device and the third gaming device communicate with one another a local area network, a wide area network, a private network, a virtual private network, the Internet and combinations thereof.

146. – 150.   (Canceled).

151.   (Currently amended) A first gaming device comprising:

a network interface allowing communications between the first gaming device, an authorization agent and one or more other gaming devices; and

a processor configured or designed to (i) send a request for the transfer of gaming information from the first gaming device to a second gaming device via the network interface to the authorization agent (ii) receive a message from the

authorization agent wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent,

wherein the gaming information is for a game of chance played on a gaming machine.

152.   (Previously Presented) The first gaming device of claim 151, further comprising: a memory device that stores gaming information.

153.   (Canceled).

154.   (Canceled).

155.   (Previously Presented) The first gaming device of claim 151, wherein the network interface is connected to at least one of a local area network, a wide area network, a private network, a virtual private network, the Internet and combinations thereof.

156.   (Canceled).

157.   (Previously Presented) The first gaming device of claim 151, wherein the first gaming device is a portable gaming device.

158. - 160. (Canceled).

161.   (Previously Presented) The first gaming device of claim 151, wherein the game of chance is a video slot game, a mechanical slot game, a lottery game, a video poker game, a video black jack game, a video lottery game, and a video pachinko game.

162. - 164. (Canceled)

165.   (Previously Presented) In an authorization agent, a method of generating a gaming transaction record used to facilitate a transfer of gaming information between two gaming devices, the method comprising:

receiving a gaming transaction request from a first gaming device; authenticating an identity of the first gaming device;

generating a gaming transaction record comprising gaming transaction information that authorizes the transfer of gaming information from a second gaming device to the first gaming device;

sending a message to the first gaming device wherein the message includes information authorizing the first gaming device to transfer the gaming information to the second gaming device wherein the first gaming device and the second gaming device are separate from the authorization agent,

wherein the gaming information is for a game of chance played on a gaming machine.

166.   (Previously Presented) A system for communicating gaming information, the system comprising:

a gaming machine configured to provide gaming information;

a remote computer configured to send a request for receiving gaming information from the gaming machine;

a gaming server configured to:

receive the request from the remote computer;

authenticate the request from the remote computer;

generating a gaming record comprising gaming information that authorizes the transfer of gaming information from the gaming machine to the remote computer; and

send a message to the remote computer wherein the message includes information authorizing the gaming machine to transfer the gaming information to the remote computer wherein the gaming machine and the remote computer are separate from gaming server, wherein the gaming information is a game of chance played on the gaming machine.

167.   (Previously Presented) The system of Claim 166, wherein the gaming information comprises at least one encryption key.